

GAME BOY[®] ADVANCE

INSTRUCTION BOOKLET

THE LAND BEFORE TIME

COLLECTION

AGB-ALAE-USA



CONSPIRACY
ENTERTAINMENT

conspiracygames.com

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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The Story

Exploring a cave at the edge of The Great Valley, Littlefoot™ and his friends are suddenly trapped by a rock fall. As they try to find a way out, Spike™ notices that they are not alone – gasp! – there's a Sharptooth™ asleep in the cave!

They all scatter to escape, only to find themselves lost in the Mysterious Beyond.

Luckily, Petrie™ finds Littlefoot, and together they set out to rescue their friends. Danger is everywhere. A vicious Scorposaurus has captured Cera™ in the desert, an angry Sharptooth has trapped Spike deep in an island swamp and Ducky™ is hiding in the caves from a scary Spideron.

It's up to you now - find your friends and get them home to the safety of The Great Valley.



Getting Started

Thank you for purchasing *The Land Before Time*™.

1. Before inserting the Game Pak, make sure that your Nintendo Game Boy® Advance (GBA) is switched off. The Game Pak may be damaged if inserted while your GBA system is on.
2. Insert *The Land Before Time* Game Pak in the slot located on the top of your GBA system.
3. Turn on the power switch, which is located on the bottom left side of your GBA system.
4. The Nintendo logo screen and licensing screen should appear, followed by the *The Land Before Time* introduction screen. If there are any problems, please repeat steps 1 and 2.
5. Press START and begin the game!

The Controls



Action:

Move to left or right
 Run to left or right
 Jump
 Double jump and roll attack
 Basic tail swing
 Full tail swing (360°)
 Charge and Smash
 Duck
 Fly around with Petrie
 Look around

Input:

← or → on the CONTROL PAD
 L BUTTON + ← or →
 A BUTTON
 Press A BUTTON twice (Littlefoot and Cera)
 B BUTTON
 Press B BUTTON twice (Littlefoot and Spike)
 Press B BUTTON twice (Cera)
 ↓ on the CONTROL PAD
 ↓ on the CONTROL PAD + B BUTTON
 R BUTTON + CONTROL PAD

Game Screen

1. Selected Character
2. Energy Meter
3. Enemy
4. Number of Lives
5. Petrie
6. Points
7. Current Character
8. Collected Number of Treestars



Main Menu & Options Screen

Use up and down on the control pad to highlight the option you wish to adjust.

MAIN MENU



START

Start game

OPTIONS

Configure game

PASSWORD

After completing each game zone, you will receive a password. You may enter that password to resume a game from the point in which the password was given.

OPTIONS MENU



MUSIC volume

Use < and > on the control pad to adjust the volume level of the game music between 9 and 0, 9 being full volume and 0 being off.

EFFECTS volume

Use < and > on the control pad to adjust the volume level of the game sound effects between 9 and 0, 9 being full volume and 0 being off.

DIFFICULTY LEVELS: 1 - 2 - 3

Depending on your skill, adjust the difficulty to three different levels: easy, medium or hard.

About the Game

Game Zones

The Mysterious Beyond is divided into five zones, each of which has a number of levels and an end boss. You must complete a zone to free the character trapped there.

Switching Characters

Each dinosaur has special skills, which you must use in certain situations throughout the game. After rescuing each dinosaur, you may then switch to that character when his or her skills are needed.

Treestars

Collect as many as you can throughout the game. Use them to wake a character if he or she runs out of energy and falls asleep.

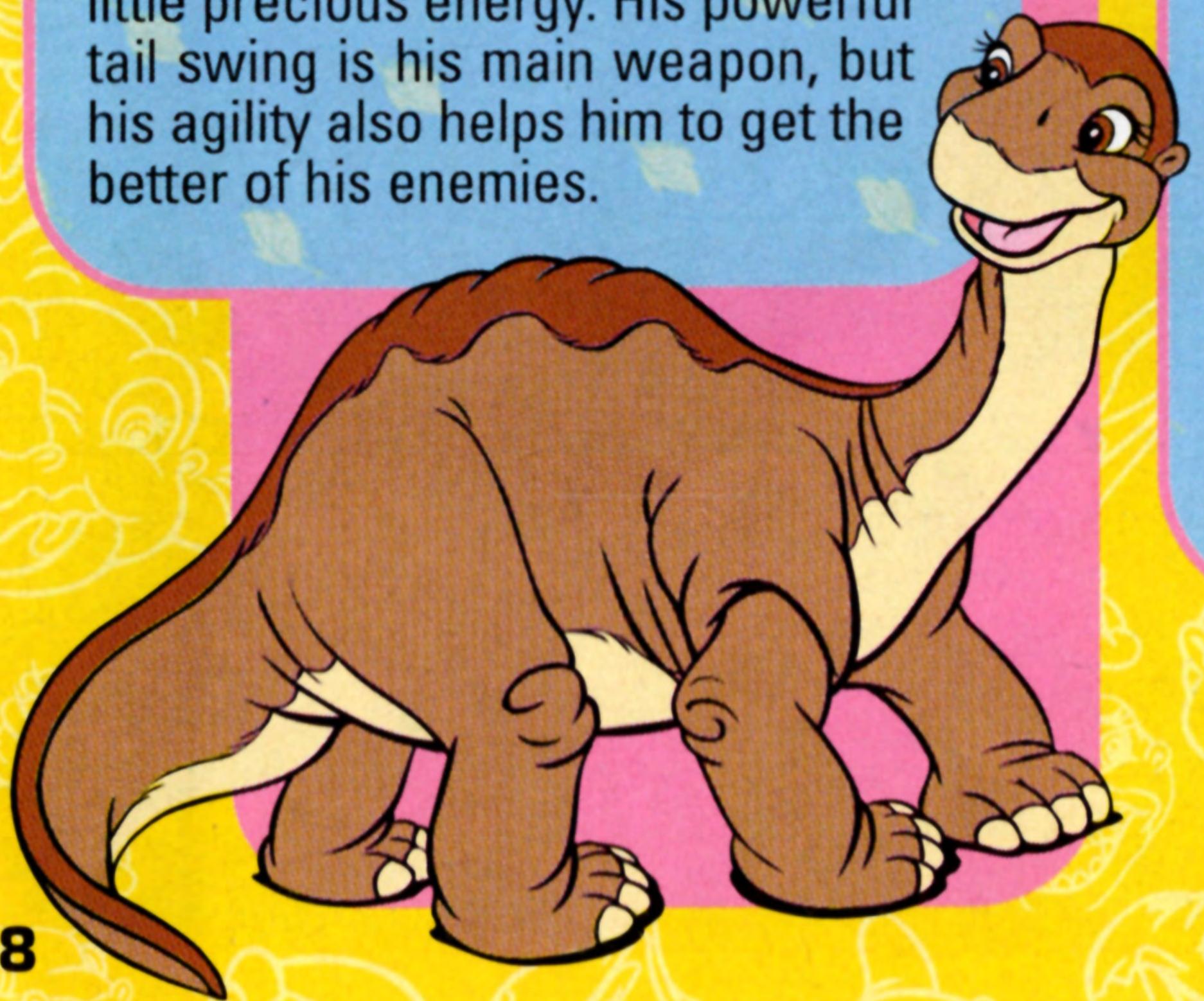
Gold Treestars

Worth many times the value of regular treestars.

The Characters

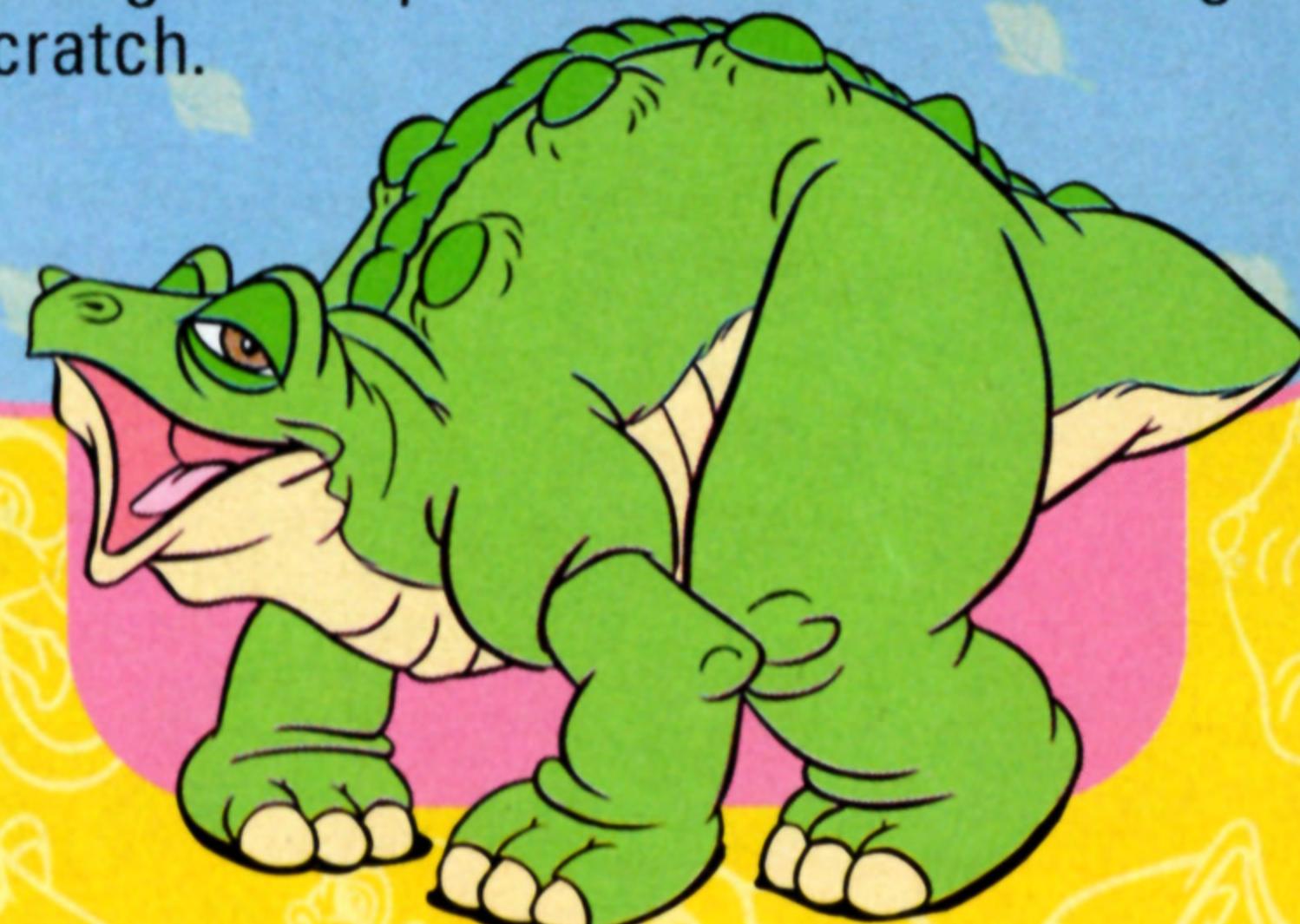
Littlefoot

Littlefoot is a brave little fellow. He can jump higher and further than his friends, move fast and run long distances, while expending very little precious energy. His powerful tail swing is his main weapon, but his agility also helps him to get the better of his enemies.



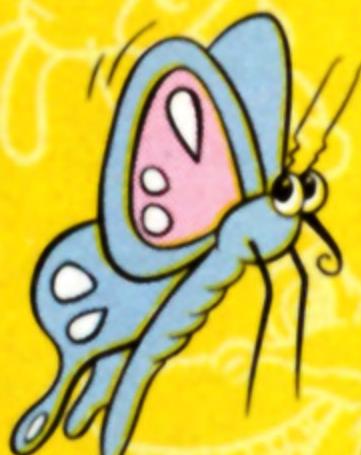
Spike

Spike is the slowest character, and acts rather like a tank. His great weight makes it easy for him to crush boulders to clear a path for his companions. Unfortunately it also makes him a poor jumper. Because he is fairly thick-skinned, he can withstand several blows from his enemies without losing too much energy, and can walk through sharp thorns without taking a scratch.



Cera

Cera is stronger than all her friends. She can easily move rocks and boulders out of her way. However, she cannot run very fast or jump very far.



Petrie

Petrie, always flying nearby, can help the others by confusing enemy dinosaurs. While they are confused they will be an easy target for a tail-swing or charge attack.



Ducky

Quick and nimble, Ducky is the perfect scout. Her small size means she is often overlooked by the bigger dinosaurs, and can sneak ahead to look for danger.





Game Zones

Dusty No-Green

Dry and dusty, this desert is home to many nasty dinosaurs and dangerous bits of sharp bone. Tread carefully on the sand. If you stop, you will sink into it.

Boss: Scorposaurs (Hint: Avoid the sting and claws, then jump and spin to defeat him).

Trapped: Cera



Smelly Mud

Deep swamp water and rotten trees hide snakes and crawlers. Watch out for loose branches and thorn bushes.

Boss: Huge Sharptooth (Hint: Run. Keep running. Maybe you'll find a place he can't reach).

Trapped: Spike



Tall Stones

Windy ledges, falling rocks, and crazy pterodactyls lie in your path. Cross the mountains and you're halfway home.

Boss: Megadactyl (Hint: dodge the rocks he drops, then jump at him when he dives).

Trapped: No one



The Dark Place

Dripping acid, deep pits and icy water. The dark and mysterious caves are a dangerous place, but you have to go through them to get home.

Boss: Spiderdon (Hint: you can only attack her when she rears up. Hit her stomach).

Trapped: Ducky



Burning Mountain

Watch out for the fireballs and jets of lava, as you avoid the dangerous dinosaurs that live on the burning rocks.

Boss: The Volcano! (Hint: Ride the platform, and avoid the rocks and lava).

Trapped: No one



Bonus Games

Win a bonus game to unlock a sleeping character. It takes 100 treestars to access a bonus game.

The four Bonus Games are:

Game 1 – Crocodile Flip (Smelly Mud)

Bounce off the tails of the crocodiles to hit the passing Pterodactyl. Break the eggs it drops and collect the Treestars. Collect 12 to win.

Game 2 – Cloud Hop (Tall Stones)

Jump from cloud to cloud, but be quick, they won't hold your weight for long. Avoid the Pterodactyls that are trying to knock you off.

Game 3 – Windy Cavern (The Dark Place)

Jump around the cave collecting the Green Treestars. Collect 15 within the time limit to win.

Watch out for the Orange Treestars, each time you collect one, you lose a Green Treestar.

Game 4 – Eruption (Burning Mountain)

Jump on the rocks to smash them before they make the platforms sink. Collect the Treestars that are thrown out with them. Don't fall into the lava below. Collect 20 Treestars to win.

Hints and Tips:

- Look out for dark areas and caves. They may allow you to warp to different sections of the level.
- Think carefully about how you are going to get past an obstacle. Are you using the right character?
- Look before you leap. Use the look around function (R BUTTON + CONTROL PAD) to look for safe places to land.
- Use Ducky and Petrie to spot enemies before they get too close.
- All of the Bosses have a weak-spot. Attack there for maximum effect.

Credits

Conspiracy Entertainment Corp.

The Land Before Time

Executive Producer:

David Hoffman

President

Sirus Ahmadi

VP of Production

Peter Bergstrom

Director of Marketing/PR

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Director of Creative Services

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Saundra Vo

Assistant Producer

Christian Campo

Special Thanks

Daniel Jevons

Danny Kolker

Keith Tanaka

Laurie Hoffman

Swing!



CONSPIRACY ENTERTAINMENT 90-day Warranty

WARRANTY

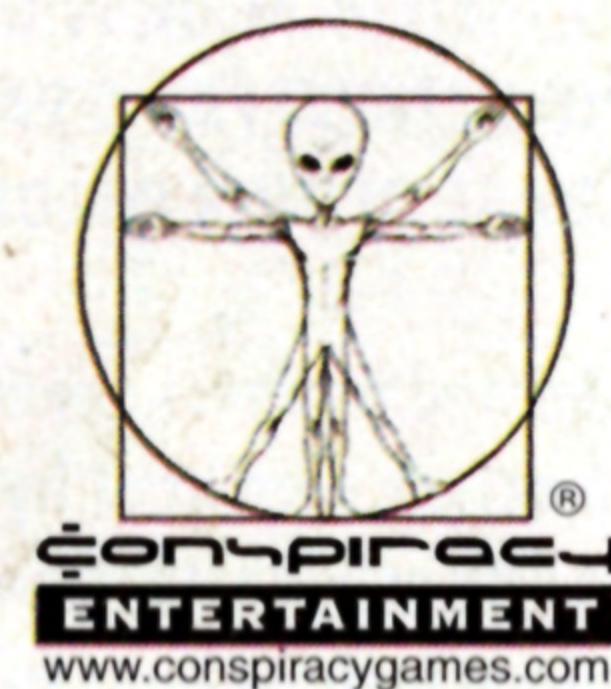
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